

The Amazing Race Checklist

Station 1 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 2 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 3 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 4 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 5 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 6 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 7 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 8 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

Station 9 Location_____

Name of team member responsible_____

Direction_____Paces_____

Signature of station leader_____

CHECKLIST

Country Exploration Banner

Explorer's Name	
Explorer's Picture	
Country of Origin	
Country Commissioned by	
Dates of Voyage	
Effects on Region	
Listed Sources	
Product -neat and creative -meets the requirements of the assignment	

CHECKLIST

Country Exploration Banner

Explorer's Name	
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Sample Routes for Countries

Spain

1. Lobby, compass and banner
2. Office, Ricky, question/charter
3. Outdoor classroom, hurricane activity
4. Cafeteria, scurvy activity
5. Gym, questions walk the plank
6. Lobby; questions follow the leader rope
7. Bottom field, questions wheel barrow race
8. Library, complete the map puzzle
9. Lobby, create a map of your explorations

England

1. Lobby, compass
2. Lobby, questions follow the leader rope
3. Office, Ricky, question/charter
4. Gym, questions walk the plank
5. Cafeteria, scurvy activity
6. Outdoor classroom, hurricane activity
7. Library, complete the map puzzle
8. Bottom field, questions wheel barrow race
9. Lobby, create a map of your explorations

France

1. Lobby, compass
2. Cafeteria, scurvy activity
3. Gym, questions walk the plank
4. Office, Ricky, question/charter
5. Outdoor classroom, hurricane activity
6. Library, complete the map puzzle
7. Bottom field, questions wheel barrow race
8. Lobby, questions follow the leader ropes
9. Lobby, create a map of your explorations

The Amazing Race: The Final Challenge
Read all Instructions Before You Begin

- 1.) Assemble all of the materials you have collected throughout the race and place them in or on this folder.
- 2.) When materials have been organized, sign in with a teacher to begin your final activity.
- 3.) Once checked in, you may begin creating a map of your voyage. Please be creative and use symbols to represent the challenges/obstacles that you faced.
- 4.) At noon, the maps will be collected and evaluated based on accuracy, neatness, and creativity.

The Amazing Race: The Rules of the Game

- 1.) Your team must travel together and arrive at your destination together in order to proceed with the challenges.
- 2.) Your team must keep **every** item you are given throughout the race in order to participate in the final challenge.
- 3.) A different team member must complete each successive challenge. Some challenges are physical, and some are mental. Once everyone has completed a challenge, you may repeat group members.
- 4.) The challenge coordinators will be listening to and evaluating your teamwork and communication skills throughout the race. Your team will be assessed penalties or awarded bonuses based on these assessments.

Your
Country: _____

Team Member Signatures:

List of Needed Resources

climbing rope sections
plastic cups
buckets
plastic spoons
sewing needles
cork
magnets
roll paper
markers
computer access
citrus- sliced into pieces
puzzles
scissors

How To Plan an Engaging Voyage

Step 1 Building the Compass

Brainstorming Session with Inter-disciplinary Team to determine objectives of the activity and to devise its format.

Step 2 Charting the Experience

Instructional objectives for integration of all subject areas, team building, and experiential learning.

Step 3 Building the Ship

Invite the crew members on board

Set the sailing date and time

Locate the ports of call and navigate routes

Create task logs (academic components) for each ships' crew

Assign each mate to a ship

Step 4 Setting Sail

All hands on deck.

Set up the ports of call activities, set expectations for the day, define the boundaries, and assign each crew member to a ship.

Step 5 Assessment

Smooth sailing or rough waters?